

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

Listing of Claims

Claims 1-14 (Canceled)

15. (Currently amended) A game device for displaying, as a picture, an object moving in accordance with developments of a game, said game device comprising:

displaying means for displaying an object moving virtually in a three-dimensional virtual space;

means for ~~reading~~ calculating a present position of said object; and

trace mark drawing means for drawing a trace mark in length within a predetermined range from said present position according to a movement of said object, said trace mark having a plurality of portions, and for gradually extinguishing said trace mark from a rear section of each portion by progressively making said rear section of each portion lighter in color toward a front section of each portion with lapse of time.

Claim 16 (Canceled)

FINNEGAN
HENDERSON
FARABOW
GARRETT &
DUNNER LLP

1300 I Street, NW
Washington, DC 20005
202.408.4000
Fax 202.408.4400
www.finnegan.com

17. (Previously presented) The game device according to claim 15, wherein a trace pattern assigned to said plurality of portions is previously stored as a pattern having different density in storage means.

18. (Previously presented) The game device according to claim 15 wherein said trace pattern assigned to said plurality of portions is obtained by changing the transparency of a basic trace pattern.

19. (Currently amended) ~~The game device according to any one of claims 15, 17, or 18,~~ A game device for displaying, as a picture, an object moving in accordance with developments of a game, said game device comprising:
means for reading a present position of said object; and
trace mark drawing means for drawing a trace mark in length within a predetermined range from said present position according to a movement of said object, said trace mark having a plurality of portions, and for extinguishing said trace mark from a rear section of each portion by making said rear section of each portion lighter in color with lapse of time, wherein said trace mark drawing means extends only a top position of said trace mark when the present position of said object is located less than a predetermined value apart from the top position of a drawn trace mark, and said trace mark drawing means moves, by said predetermined value, said trace mark in its entirety toward the present position of said object when the present position of said object is located not less than said predetermined value apart from the top position of the drawn trace mark.

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HENDERSON
FARABOW
GARRETT &
DUNNER LLP

1300 I Street, NW
Washington, DC 20005
202.408.4000
Fax 202.408.4400
www.finnegan.com

20. (Previously presented) The game device according to any one of claims 15, 17, or 18, wherein said trace mark drawing means adjusts a timing to extinguish the drawn trace according to a moving speed of said object.

21. (Previously presented) The game device according to any one of claims 15, 17, or 18, wherein said trace mark drawing means does not extinguish the drawn trace mark when said object stands still, while said trace mark drawing means extinguishes the drawn trace mark at a speed according to a moving speed of said object when said object is moving.

22. (Original) A game device according to claim 15, wherein said trace mark drawing means deletes the drawn trace mark when said object stops and a predetermined time has passed.

23. (Currently amended) ~~The game device according to claim 15,~~
A game device for displaying, as a picture, an object moving in accordance with
developments of a game, said game device comprising:
means for reading a present position of said object; and
trace mark drawing means for drawing a trace mark in length within a
predetermined range from said present position according to a movement of said object,
said trace mark having a plurality of portions, and for extinguishing said trace mark from

FINNEGAN
HENDERSON
FARABOW
GARRETT &
DUNNER LLP

1300 I Street, NW
Washington, DC 20005
202.408.4000
Fax 202.408.4400
www.finnegan.com

a rear section of each portion by making said rear section of each portion lighter in color with lapse of time, wherein said trace mark drawing means comprises:

a cyclic register for retaining positions of respective portions of the trace mark, which consists of said plurality of portions, in a plurality of storage regions which respectively relate to the respective portions of the trace mark; and

mark top position indicating means for indicating a storage region of the cyclic register, which corresponds to a top position of the trace mark.

Claims 24-27 (Canceled)

28. (Currently amended) A game device for displaying, as a picture, an object moving in a virtual space in accordance with developments of a game, said game device comprising:

processing and displaying means for processing and displaying a trace mark according to ~~movements of said object~~ moving virtually in a three-dimensional virtual space during the processing of said game, and a past trace mark, said trace mark having a plurality of portions, and for gradually extinguishing said trace mark from a rear section of each portion by progressively making said rear section of each portion lighter in color toward a front section of each portion with lapse of time;

first storage means for storing said trace mark after said game ends; and

read out means for reading from said first storage means said trace mark that is stored in the first storage means before a beginning of said game and for providing said trace mark as said past trace mark to said processing and displaying means.

FINNEGAN
HENDERSON
FARABOW
GARRETT &
DUNNER LLP

1300 I Street, NW
Washington, DC 20005
202.408.4000
Fax 202.408.4400
www.finnegan.com

29. (Currently amended) ~~The game device according to claim 28,~~

A game device for displaying, as a picture, an object moving in a virtual space in accordance with developments of a game, said game device comprising:

processing and displaying means for processing and displaying a trace mark according to movements of said object during the processing of said game, and a past trace mark, wherein said processing and displaying means comprises:

first display means for processing and displaying said trace mark according to the movements of said object;

~~second~~ first storage means for storing the trace marks which have been generated up to present including said past trace mark;

sorting means for sorting the trace mark which is stored in the ~~second~~ first storage means; and

second display means for processing and displaying said trace mark on a basis of the sorting result of the sorting means[.];

second storage means for storing said trace mark after said game ends; and

read out means for reading from said second storage means said trace mark that is stored in the second storage means before a beginning of said game and for providing said trace mark as said past trace mark to said processing and displaying means.

30. (Previously presented) The game device according to claim 29,

wherein said second display means comprises:

FINNEGAN
HENDERSON
FARABOW
GARRETT &
DUNNER LLP

1300 I Street, NW
Washington, DC 20005
202.408.4000
Fax 202.408.4400
www.finnegan.com

sorting means for sorting said trace mark according to its size and density; and
memory means for storing the trace mark which is newly generated by deleting
the trace mark which has low priority according to a sorting result.

31. (Previously presented) The game device according to claim 29,
wherein said sorting means conducts sorting in said virtual space according to a
distance between a virtual camera and said trace mark.

32. (Currently amended) The game device according to claim 28 29,
wherein said second display means displays said trace mark by considering a maximum
displayable number of polygons of the trace mark.

33. (Currently amended) ~~The game device according to claim 28,~~
A game device for displaying, as a picture, an object moving in a virtual space in
accordance with developments of a game, said game device comprising:
processing and displaying means for processing and displaying a trace mark
according to movements of said object during the processing of said game, and a past
trace mark;

first storage means for storing said trace mark after said game ends, wherein
said first storage means comprises:

judging means for judging a display value of said trace mark;

sorting means for sorting said trade mark on the basis of the judging result
of the judging means;

FINNEGAN
HENDERSON
FARABOW
GARRETT &
DUNNER LLP

1300 I Street, NW
Washington, DC 20005
202.408.4000
Fax 202.408.4400
www.finnegan.com

and memory means for storing only a predetermined number of the trace marks from a one which has high priority according to a sorting result of the sorting means[.]; and
read out means for reading from said first storage means said trace mark that is stored in the first storage means before a beginning of said game and for providing said trace mark as said past trace mark to said processing and displaying means.

34. (Previously presented) The game device according to claim 33, wherein a set of judging conditions of said display value includes at least one of length, position, and density of said trace mark.

35. (Previously presented) The game device according to claim 28, wherein said processing and display means comprises:
means for reading a present position of said object; and
trace mark drawing means for drawing the trace mark in length within a predetermined range from the present position and for extinguishing a bottom position of said trace mark by making it gradually lighter in color with a lapse of time.

36. (Previously presented) A medium with a program stored thereon, the program for making a computer system function as a game device according to any one of claims 15, 17-18, or 28-35.

FINNEGAN
HENDERSON
FARABOW
GARRETT &
DUNNER LLP

1300 I Street, NW
Washington, DC 20005
202.408.4000
Fax 202.408.4400
www.finnegan.com

37. (Previously presented) A game device according to claim 30, wherein said first storage means performs a simple sorting during the processing of the game, and said second storage means performs another sorting that is more complicated than said simple sorting after the game ends.

38. (Currently amended) A method of forming picture data for a game device for displaying, as a picture, an object moving in accordance with developments of a game, said method comprising:

displaying an object moving virtually in a three-dimensional virtual space;

~~reading~~ calculating a present position of said object; and

drawing a trace mark in length within a predetermined range from said present position according to the movements of said object, said trace mark having a plurality of portions; and

gradually extinguishing said trace mark from a rear section of each portion by progressively making said rear section of each portion lighter in color toward a front section of each portion with lapse of time.

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HENDERSON
FARABOW
GARRETT &
DUNNER LLP

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